

Debilitator Reset

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Patch data

Name	Debilitator Reset 1.0
Author	madsieur
Link	Download

Rom Data

ROM Name	Final Fantasy III (USA) 1.0
ROM SHA-1	4F37E4274AC3B2EA1BEDB08AA149D8FC5BB676E7
Header	No

Files

```
debilitator_C2_nh.ips: Patch using RAM that use free space in bank $C2
debilitator_C2.asm: bass assembly file of the above patch
debilitator_EX_nh.ips: Patch using RAM that use free space in bank $EE
debilitator_EX.asm: bass assembly file of the above patch
debilitator_NR_C2_nh.ips: Patch using no RAM that use free space in bank $C2
debilitator_NR_C2.asm: bass assembly file of the above patch
debilitator_NR_EX_nh.ips: Patch using no RAM that use free space in bank $EE
debilitator_NR_EX.asm: bass assembly file of the above patch
```

Description

This hack remove the last elemental weakness set by the debilitator on a monster before setting the current elemental weakness picked in the debilitator special effect code, meaning a monster can only have one current elemental weakness set by the debilitator (excluding those set in the monster data or by other means).

To achive this, the hack use 6 bytes of free RAM to store the last elemental weakness set by the debilitator; \$3E2D, \$3E2F, \$3E31, \$3E33, \$3E35 and \$3E37, also known as \$3E25,Y (or \$3E25,X) in the code for a character/monster.

The bank \$C2 hack use 23 bytes of free space at \$C26469 and the EX hack use the same amount at \$EEAF01. Those free space offsets can be changed in a ASM file by changing the offset of the "seek" macro call. Both hacks insert a JSL or JSR in the debilitator special effect code at \$C23AA8.

To assemble the hack use bass v14 by typing a command such as "bass -o rom.smc debilitator_C2.asm".

Links

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